<u>AMENDMENTS TO THE CLAIMS:</u>

This listing of claims will replace all prior versions and listings of claims in the application:

1 - 8. (Cancelled).

9.   (Currently Amended)   An image processing device comprising:

    a processor for:

        <u>setting</u> ~~displaying~~ a character model;

        <u>setting</u> ~~displaying~~ a plurality of light source models illuminating the character model<u>;</u>

        <u>creating</u> ~~to create~~ a plurality of shadow models <u>to display shadows created by the plurality of light source models, the plurality of shadow models having non-color values and non-transparency values</u>;

        <u>setting</u> ~~displaying~~ a plurality of gradation polygons that overlap with a portion of corresponding ones of the plurality of shadow models <u>as seen from a viewpoint, the gradation polygons having non-color values and transparency values for the corresponding ones of the shadow models; and</u>

        ~~setting transparency values for the plurality of shadow models;~~

        <u>displaying a color for the shadow models based on a background color value behind the shadow models, a transparency value being set for the background</u>

color, and a corresponding transparency value being
set for the corresponding gradation polygons,

wherein where ~~determining a first area of overlap of~~ two or
more of the plurality of gradation polygons overlap,
the transparency value for the background color is set
to the non-transparency value to make the
background color non-transparent so that the color of
one of the shadow models closer to the viewpoint is
calculated based on the background color value
behind a closer one of the shadow models and the
corresponding transparency value set for the
corresponding gradation polygon for the closer one of
the shadow models.

~~wherein the first area of overlap does not overlap the
plurality of shadow models;~~

~~determining a second area of overlap of two or more of the
plurality of gradation polygons and at least one of the
plurality of shadow models; and~~

~~displaying the second area of overlap in a darker color than
the first area of overlap.~~

10 - 16.   (Cancelled).

17.   (Currently Amended)   An image processing device for performing an image
processing movement which generates a shadow of a motion character moving
on a display screen, when lights are irradiated onto the motion character by a
plurality of light sources, comprising:

a shadow model modeling means for modeling a plurality of shadow
models ~~each~~ having color information and a transparency of ~~100%~~

0% designated corresponding to each of the plurality of light
sources;

a gradation polygon modeling means for modeling a plurality of gradation
polygons, ~~each of~~ the plurality of gradation polygons being modeled
to overlap with corresponding ones of the plurality of shadow
models <u>as seen from a viewpoint</u>, ~~each of the plurality of shadow~~
~~models being arranged above the corresponding ones of the~~
~~plurality of gradation polygons, and each of~~ the plurality of
gradation polygons being set with a transparency of the
corresponding ones of the plurality of shadow models;

a filter polygon modeling means for modeling a ~~plurality of~~ filter ~~polygons~~
<u>polygon</u> for cutting off the transparency set to <u>a background color</u>
<u>for a gradation polygon closer to the viewpoint</u> ~~corresponding ones~~
~~of the plurality of gradation polygons, each of the plurality of filter~~
~~polygons overlapping a plurality of units of the plurality of shadow~~
~~models and the plurality of gradation polygons, the plurality of filter~~
~~polygons having color information and a designated transparency~~
~~of 0 %~~; and

a pixel generation means that generates pixels to represent the shadow
model ~~of the motion character~~ based on the <u>background color, the</u>
<u>transparency set for the background color, and the transparency</u>
<u>set for the corresponding gradation polygon,</u>

<u>wherein where two or more of the plurality of gradation polygons overlap,</u>
<u>the filter polygon is arranged between the overlapping gradation</u>
<u>polygons so as to alter the transparency for the background color</u>
<u>so that the color for a shadow model closer to the viewpoint is</u>
<u>calculated based on the background color behind the closer</u>
<u>shadow model and the corresponding transparency set for the</u>
<u>corresponding gradation polygon for the closer shadow model.</u>

~~plurality of units of the plurality of shadow models and the plurality of~~

~~gradation polygons.~~

18 - 19.   (Cancelled).

20.   (Currently Amended)   A method for processing an image, comprising:

setting ~~displaying~~ a character model;

setting ~~displaying~~ a plurality of light source models illuminating the
character model<u>;</u>

<u>creating</u> ~~to create~~ a plurality of shadow models <u>to display shadows created
by the plurality of light source models, the plurality of shadow
models having non-color values and non-transparency values</u>;

<u>setting</u> ~~displaying~~ a plurality of gradation polygons that overlap with a
portion of corresponding ones of the plurality of shadow models <u>as
seen from a viewpoint, the gradation polygons having non-color
values and transparency values for the corresponding ones of the
shadow models</u>;

~~setting transparency values for the plurality of shadow models;~~

<u>displaying a color for the shadow models based on a background color
value behind the shadow models, a transparency value being set
for the background color, and a corresponding transparency value
being set for the corresponding gradation polygons,</u>

<u>wherein where</u> ~~determining a first area of overlap of~~ two or more of the
plurality of gradation polygons <u>overlap, the transparency value set
for the background color is set to the non-transparency value to
make the background color non-transparent so that the color of one
of the shadow models closer to the viewpoint is calculated based
on the background color value behind a closer one of the shadow</u>

models and the corresponding transparency value set for the

corresponding gradation polygon for the closer one of the shadow

models.

wherein the first area of overlap does not overlap the plurality of shadow

models;

determining a second area of overlap of two or more of the plurality of

gradation polygons and at least one of the plurality of shadow

models; and

displaying the second area of overlap in a darker color than the first area

of overlap.

21 - 27.   (Cancelled).

28.   (Currently Amended)   A method for generating a shadow of a motion
character moving on a display screen, comprising:

   modeling a plurality of shadow models having color information and a

      transparency of 100% 0% designated corresponding to each of the

      plurality of light sources that are irradiated onto the motion

      character;

   modeling a plurality of gradation polygons, each of the plurality of

      gradation polygons being modeled to overlap with corresponding

      ones of the plurality of shadow models as seen from a viewpoint,

      each of the plurality of shadow models being arranged above the

      corresponding ones of the plurality of gradation polygons, and each

      of the plurality of gradation polygons being set with a transparency

      of the corresponding ones of the plurality of shadow models;

   modeling a plurality of filter polygons polygon for cutting off the

      transparency set to a background color for a gradation polygon

closer to the viewpoint ~~corresponding ones of the plurality of gradation polygons, each of the plurality of filter polygons overlapping a plurality of units of the plurality of shadow models and the plurality of gradation polygons, the plurality of filter polygons having color information and a designated transparency of 0 %~~; and

generating pixels to represent the shadow model ~~of the motion character~~ based on the background color, the transparency set for the background color, and the transparency set for the corresponding gradation polygon,

wherein where two or more of the plurality of gradation polygons overlap, the filter polygon is arranged between the overlapping gradation polygons so as to alter the transparency set for the background color so that the color for a shadow model closer to the viewpoint is calculated based on the background color behind the closer shadow model and the corresponding transparency set for the corresponding gradation polygon for the closer shadow model.

~~plurality of units of the plurality of shadow models and the plurality of gradation polygons.~~